WHO SHOT JOHNNY ROCK?

™

AMERICAN LASER GAMES

LIVE MOTION PICTURE **ACTION**
CD Shooting Game

End User Notice

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RUNNING "Who Shot Johnny Rock?"

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press the stop/"X" button (game pad) or the option button (lightgun) to bring up the menu screen.

The menu shows 6 machine gun icons with corresponding labels indicating selections the user can make. The cursor is now always a pointing finger and selects a given item by moving over the item with the finger and pressing the "A" button or Control Right Shift (game pad) or the trigger (lightgun).

START:

The "start" selection starts a new game.

LEVEL:

The "level" section brings up a menu with the following difficulty levels:

"Piece of cake"	→	WIMP
"Still pretty easy"	→	EASY
"Now that's HARD	→	HARD

Make a selection by shooting the text for the level of challenge that you want. The level of play will be displayed during the game.

CALIBRATE:

This option is only valid for the lightgun. To calibrate the gun, shoot the bullseye once at its center. The calibration can then be tested by shooting at the bullseye. To remove the bullseye, press the play/pause button. The gun can be calibrated at any time during the game.

A bright flash on the screen is used to give the lightgun better detection. The color of the flash can be toggled from blue to white and vice-versa by pressing the "C" button on the control pad while the bullseye is on the screen. Note that this procedure should by carried out in the following manner.

1. Select two player mode from the menu where one player is using a control pad and the other lightgun.

2. Select CALIBRATE from the menu and shoot at the center of the bullseye with the lightgun (calibrate the gun).

3. Press the "C" button with the control pad.

The bullseye will disappear and the flash color will change. Blue is the default flash color and tends to be less distracting, however, for TVs that are not bright enough for the lightgun (e.g., projection TVs) the white flash may be necessary. Both the calibration and flash settings are saved in the 3DO player and do not need to be reset (even when the player is turned off).

QUIT

The "quit" selection exits the game.

1 PLAYER/2 PLAYER:

Pressing this selection toggles between a one or two player game. If a two player game is selected, then both players play at the same time. Each player has a separate score, bullets and money. Player one has red bullets, a red score and a red machine gun cursor (when using a control pad). Player two has blue bullets, a blue score and a blue machine gun cursor. Player one's control pad (lightgun) should be first in the daisy chain followed by player two's control pad (lightgun).

CONTINUE

The "continue" selection continues the game. If a game hasn't been started, the demo loop will continue playing. If the player is in the middle of a game, the game continues where it was when the menu screen was selected. If all the player's lives have been lost, then the game will continue where it left off (but the score is reset to zero).

PLAYING "Who Shot Johnny Rock?"

USING THE CONTROL PAD:

When the control pad is used, the cursor is an old style tommie gun which is aimed by using the sight on the gun. The buttons are defined as follows:

"A" button: fires the gun.

"B" button: when held down, the cursor moves twice as fast.

"C" button: when held down, the cursor moves four times as fast.
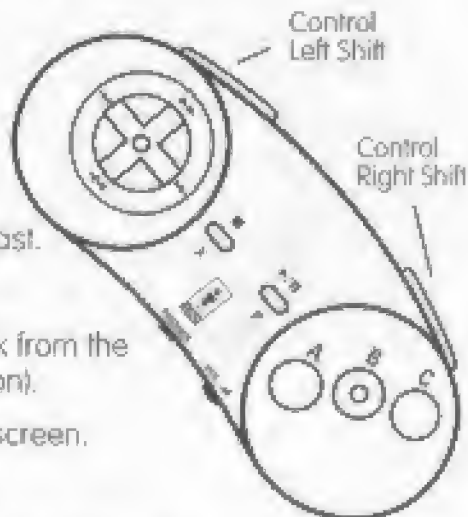
Control Right Shift: fires the gun.

Control Left Shift: removes the stat box from the screen (for a full screen view of the action).

"X" Stop button: Brings up the menu screen.

"P" Pause Button: Pauses the game.

The gun will fire as long as the player has bullets. The gun is reloaded by choosing the "Ammo" icon on the map screen.

USING THE LIGHTGUN

With the lightgun there is no cursor on the screen. The gun is fired by pulling the trigger and a bullet hole will appear briefly on the screen. The menu screen is brought up by pressing the option button.

HINTS

1. In really hard scenes, the player can hit the play/pause button to bring up the menu when a bad guy is about to shoot. The scene will restart from the beginning allowing more preparation time. However, only a limited number of "continues" are allowed in confrontation scenes. After all of the "continues" have been used up, the menu can only be activated when the player is not in danger (such as when the doctor is talking).

2. The cursor can be moved during a pause but only a limited number of times. After the number of "pause positionings" have been used up, the game can still be paused but the cursor will not move.

CLUE SCENE

1. Painting of Boy in Red	7. Mona Lisa Painting
2. Coat of Arms	8. Vase
3. George Washington Painting	9. Painting of Girl in Blue
4. Bust of Woman	10. Plate
5. Modern Art Painting	11. Cat
6. Bust of Man	12. Primitive Statuette

3DO HOME GAME ACKNOWLEDGMENTS

Programming: Nat Brown   **Artwork:** Jeffrey Baker
Li Tan
Tom Desmarais

ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS

CAST

Johnny Rock	Marc Voltura	Small person	
Red	Andrea Camarena	in baby carriage	Jason Sulber
Trixie	Radha Dejamarter	Mother	
Lockjaw Lil	Sandra Pitts	pushing carriage	Kylend Wing-Phelan
Measles	Curtis Plagge	Drunk at pool hall	Margaret Durkin
Mumps	Richard Breeding	Police Officer #1	Herb Robbins
Smallpox	Bruce Watson	Police Officer #2	Doyle Harl, Sr.
Doctor	Tim Nelson	Telegram Delivery	Henry Towels
Mortician	Carol Eason	Voice of Detective	Jim Pattison

American Laser Games Executive Producer   Robert Grebe

Computer Programmer	**Director**	**Director of Photography**
Pierre Maloka	David O. Roberts	Barry Kirk
	Southwest Productions	*Southwest Productions*
Production Manager	**Scriptwriter**	**Key Grip**
Jim Cochran	Jim Pattison	Michael Lamb
Assistant Director	**Script/Line Producer**	**Gaffer**
Les Wells	Louie Chavez	Bill Harrison

Stylist/Props/Wardrobe Designer
Kylene Wing Phelan

Stunt Coordinators   Pal Poole and Al Cantu

	Stunt Persons	
Rusty Dillen	Lori Dillen	Michael Fleming
Jack Caffrey	Al Hamlin	Cliff Vaake
Bruce K. Sorrells	Rusty Meador	Joey Hamlin
Chris Logganis	Mike Madrill	Dennis Martinez

Best Boy	**Assistant to Stylist**	**Scenic Artist**
Paul Grindrod	Mary Jindrich	David North
Props Assistant	**Wardrobe Assistant**	**Neon Signs**
Judith Katona	Janice Quintana	Absolutely Neon
Computer Graphics	**Hair/Make-Up**	**Male Hair Stylist**
Kelly Lujan	Merle-Dean Sanchez	Louie Chavez
Electrician	**Set Builders**	**Swing Grip/ Production Assistant**
Scott Kidner	Paul Todesco	Alan Fulford
Bob Willis	Paul Parker	
	Robert Dike	
Second Camera	**Sound**	**Post Production Video**
Steve Denning	Eric Williams	:30 Second Street, LTD
Sturm's Special Effects	**Production /Assistants**	**Post Production/ Music & Audio**
Dieter Sturm	Rebecca Beal	John Wagner Recording Studios
Yvonne Coulman	Page Morgan	
	John Dwyer	

AN INTERACTIVE VIDEO PRODUCTION BY

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3DO